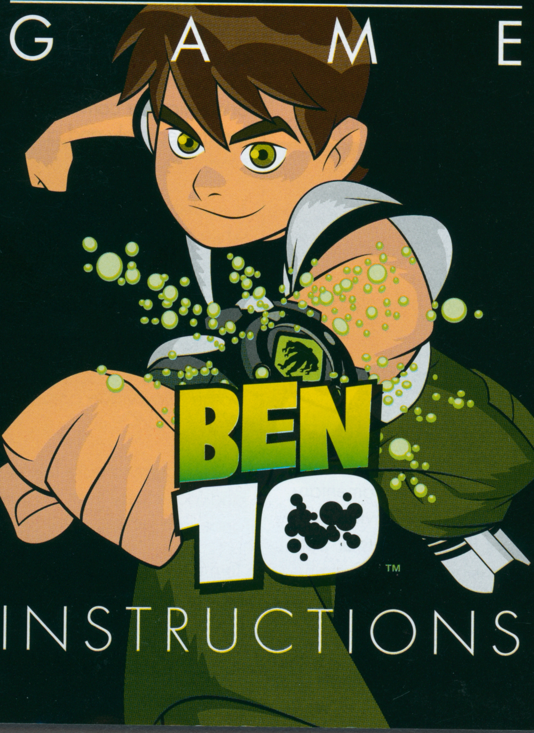
HYPER SCAN™

GAME



BEN 10™

INSTRUCTIONS

CN
CARTOON NETWORK

EVERYONE 10+
E™
10+
CONTENT RATED BY
ESRB

Important Ergonomic Information: Repetitive Motion

Some people may experience fatigue or discomfort after playing for a long time. If your hands and arms become tired or uncomfortable during gameplay, stop playing immediately and rest.

If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.

If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary, consult your physician before playing video games.

Warning! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To reduce the likelihood of a seizure while playing video games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

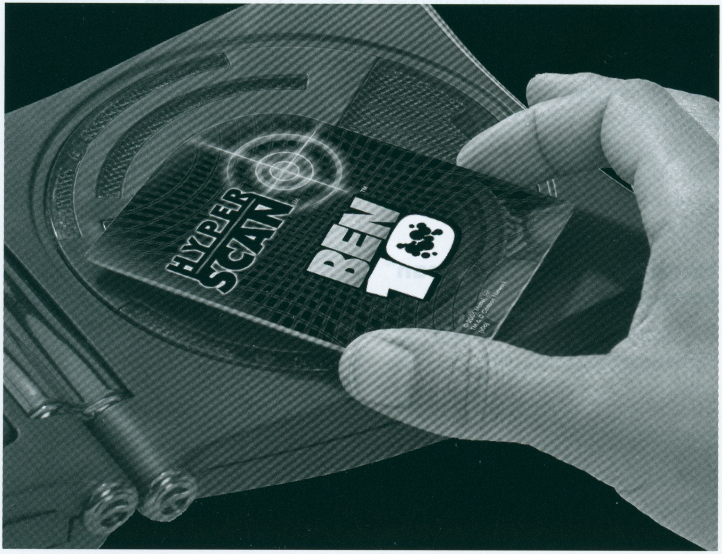
Take frequent breaks from the games and look away from the screen every once in a while.

Turn the game off if strange or unusual feelings or body jerks develop.

Using IntelliCard™ Collectible Game Cards

Please follow these instructions carefully.

- Hold your card by the edges with the HyperScan™ logo facing up and the character illustration face down.
- When prompted (onscreen) position the rounded section of the card so the target area hovers directly over the sensor in the CENTER of the glowing red panel (as indicated). Your card should be approximately 1/4 inch from the sensor.
- A sound will confirm a successful scan and your character will appear onscreen momentarily.



- Repeat the process to scan your modification cards.

During gameplay you may scan modification (MOD) cards to enhance and customize your character's fighting skills.

If you scan an incorrect card you will hear a sound indicating that the card you scanned is not suitable for use at that particular time.

Caring For IntelliCard™ Game Cards

Although the patented technology embedded in our IntelliCard™ Game Cards is quite durable, please do not mishandle or mistreat your cards, as abuse will adversely effect their performance.

Handling Your HyperScan™ Format Disc

This disc is intended for use with HyperScan™ consoles only.

Do not bend it, crush it, or submerge in liquids.

Do not leave it in direct sunlight or exposed to other sources of heat.

Keep the game disc clean. Always hold the disc by the edges and keep it in a protective sleeve when not in use.

Clean your disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

Loading Your HyperScan™ Game Disc

Open the console's CD compartment and place the game disc, printed side up, into the compartment on the center hub. DO NOT TOUCH THE LENS! You may then close the compartment cover.

Screen Saver

During periods of inactivity a HyperScan™ screen saver will be set in motion. Press any button to return to the main menu.

Keep these instructions for future reference as they contain important information.

Contents:

1 Video game disc

6 Game cards

1 Game instruction manual

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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Story

"Oh yeah, it's Hero Time!"
– Ben Tennyson

When the most powerful device in the universe falls into the hands of a 10-year-old boy, there are bound to be some major complications. The Omnitrix, with its ability to biologically transfer the otherworldly DNA of bizarre alien species, enables young Ben Tennyson to morph into 10 separate superheroes: Heatblast, Upgrade, Grey Matter, Stinkfly, Ghostfreak, Ripjaws, Wildmutt, Fourarms, XLR8 and Diamondhead. While each has its own unique set of fantastic powers, they also have specific shortcomings that make them (and Ben) vulnerable to a variety of villainous adversaries — all of whom seem magnetically drawn to "the watch."

The chief of the bad guys is Vilgax, an intergalactic warlord who has scoured the universe in search of the Omnitrix. Now that Vilgax has traced it to Earth, and more specifically Ben's wrist, nothing will stop him from possessing it. He has employed a number of Ben's former adversaries in this devious quest. Each will take a shot at bringing Ben and his various incarnations down as Vilgax himself sets the final trap: a power-dampening Omni-Release device, which will finally separate the watch from Ben's wrist, placing the Omnitrix in the squid-faced despot's slimy claws.

With the threat of this new and dangerous technology, Ben's only hope is to boost the power of the Omnitrix by fashioning his own invention: an Omni-Shield, constructed from the weapons of the various villains he battles. Hopefully the shield will be enough to defend against Vilgax's latest assault campaign.

While Ben's main challenges are discovering the best way to harness his power and when to summon his inner superheroes, it's a good thing he has some backup. Ben is aided along the way by his two traveling companions, the worldly wise, yet completely unsuspecting Grandpa Max and his sharp, shrewd, but often annoying cousin Gwen. Max and Gwen not only keep him grounded but also provide help and hints to bail Ben out of trouble when it is most needed.

With characters and environments taken directly from the hit Cartoon

Network® series, Ben 10® Plug n Play® allows you to activate the Omnitrix, morph into powerful aliens and battle Vilgax's monsters, robots and madmen, along with other strange characters in some of the wildest places imaginable — all on a fun-filled, action-packed, super-heroic adventure across America and deep into the awesome universe of Ben 10®!

Game Play

Ben 10™ combines elements of travel, puzzle solving and fighting on each level of game play. You will trek through various environments overcoming obstacles, solving problems, morphing into aliens and battling enemies.

Morphing to Heroes

Within the game Ben can morph into the various heroes. To do this you must first have a Hero Card and have collected golden Sumo Slammer Cards from within the game to have sufficient "morph energy" to morph into that hero.

Omnitrix pads (card scanning platforms) are placed strategically throughout the game. By placing Ben on any of these Omnitrix pads you can scan your Hero cards and morph. Example: If you want to morph into the Stinkfly Hero, you must: 1) Have the Stinkfly Hero card; 2) Have Ben collect golden Sumo Slammer Cards from within the level to gain the necessary morph energy; 3) Then, when sufficient morph energy is displayed in the Heads Up Display (HUD), place Ben on any of the Omnitrix pads and morph into Stinkfly.

Note: Once you have morphed into a hero, there is a timer limiting how long you remain as that hero. Once the time limit is up the hero will automatically morph back to Ben and you must repeat the above process to re-morph.

Unlocking Areas

Ben may arrive at an area in which he discovers a cave, a locked door, or a gaping chasm, but will not have access to those areas without the appropriate Hero cards. Ben can continue his journey by passing the cave, the door and the chasm without the required cards. If you possess the appropriate cards and scan them, Ben will be able to enter the areas and discover new and exciting challenges.

You may play the game from start to finish in the "abridged mode" with the cards provided in your starter pack, however by obtaining additional cards you will greatly enhance the gameplay experience.

Souvenirs

Look for specific souvenirs on each playing level. You must collect them all to build the Omni-Shield, a device Ben uses to counteract the dangerous effects of Vilgax's power-dampening Omni-Release mechanism.

You must scan the Grandpa Max card at the start of the Ghost Town level of the Showdown area. Then as you walk toward Vilgax, Grandpa Max informs you that he's manufactured the Omni-Shield to defend Ben against anti-Omnitrix beams. The Omni-Shield will function automatically.

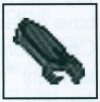
If you find yourself trapped in an area and can not exit, pause the game by pressing the Start button and exit the level. Don't worry. Your progress will not be lost. Your Ben 10 card will still remember where you last saved the game.

Players' Tips and Hints

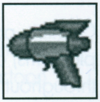
- Be sure to fulfill the requirements of each level or you may not be able to successfully exit the area.
- When you're visiting Krakken Lake, be sure Ben picks up the scuba suit inside the warehouse before he dives in. You can't breathe under water and neither can Ben.
- Sometimes the best way to defeat an opponent is not with strength, but rather leading him to an area where you gain a strategic advantage over him.
- To successfully exit the warehouse in Krakken Lake be sure to gather all 10 eggs.
- Inside the Mother Ship in the Gray Buffet there are 8 pods that must be collected.

Levels and Souvenirs

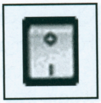
Robot Attack – Robot Arm



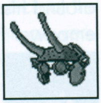
Krakken Lake – Hydraulic Pump



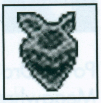
Big Apple – Railroad Switch



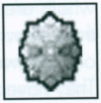
Mummy Dearest – Animo's Helmet



Carnival Creeps – Clown Mask

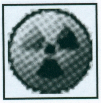


Gray Buffet – Grandma's Brooch



Charm School – Magical Rod

Power Drain – Uranium



Mine Games – Nozzle

Boss Villains and Levels

Robot Attack

Hunter Droid The Hunter Droid is a giant robot who has been assigned by Vilgax the task of recovering the Omnitrix…by any means necessary. The Hunter Droid fires laser-like blasts from his energy cannon and launches enemies into the air with his giant arms.

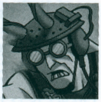
Krakken Lake

Jonah Jonah is the leader of a gang of poachers known as the "Friends of Fish," and he attacks anyone that crosses his path in his high-tech submarine suit. Be careful to avoid the striking power of his claw hands and his underwater energy blasts.

Big Apple

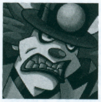
Keven 11 Kevin 11 is a rebellious eleven-year-old with a cocky smile. Kevin's powers allowed him to absorb the energy from Ben's Omnitrix, which gave him the ability to transform into any of Ben's alien forms.

Mummy Dearest



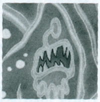
Dr. Animo Dr. Animo is an insane animal lover who is obsessed with his "research." He has used his Transmodulator Helmet to transform peaceful animals into giant vicious mutants that violently attack Ben. Watch out for the acidic slime that Dr. Animo's giant frog shoots from its mouth!

Carnival Creeps



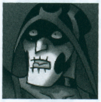
Zombozo Zombozo is the demented ring leader of the Traveling Circus of Laughs. He will use his hideous and creepy clown appearance to hypnotize Ben and attack him with the power he has accumulated from the laughter of zombified audience members.

Gray Buffet



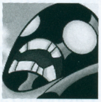
Limaxes The Limaxes are gooey, gelatinous aliens that have temporarily settled on Earth to harvest their egg pods. When these evil aliens take the human form, they are able to extend their appendages at incredible lengths. The Limaxes live for the heat and can't stand water.

Charm School



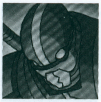
Hex A magician of the dark arts, Hex is a shrouded, mysterious figure that wears five carved mystical charms around his neck. These charms empower Hex with the abilities to conjure spells, levitate, control inanimate objects, and channel energy blasts through his fingertips.

Power Drain



Megawhatts The Megawhatts are energy gremlins that are wreaking havoc on the town of Sparksville. They have the ability to hover in the air and shoot bolts of electricity from their hands. Watch out…these immature pests like to travel in packs.

Mine Games



Kraab Kraab is an alien bounty hunter designated with the task to return the Omnitrix to Vilgax. As an incredibly deadly foe, Kraab uses his razor-sharp pincer to slice through hard objects, while also using his claw as a deadly vice to grasp his enemies.

Showdown

Vilgax A galactic warlord, the cybernetically enhanced Vilgax is the ultimate enemy, and he is in search of the Omnitrix to further increase his powers. In order to nullify Ben's powers, Vilgax has strategically planted Omni-Release Devices so that Ben will revert to his human form.

Save Game

The Ben Tennyson game card allows you to save a game after the successful completion of an area. One saved game can be saved on one Ben Tennyson card. These games can be loaded at a future time by selecting Continue Episode at the main menu screen. Additional games can be saved if the player has multiple Ben Tennyson cards.

As you gain experience playing with the Ben Tennyson game card the more you increase the duration of his alien morph time.

Mod Cards

Hero Mod Cards

These cards are specific to individual heroes – four cards per hero. Hero MOD cards can be scanned in the Pause menu in Single Player mode and during character selection in Two Player mode.

The Hero MOD cards are used to modify the following attributes:

1. Projectile Attack
2. Attack Speed
3. Attack Strength
4. Defense

Villain Defense Cards

These cards affect specific enemies – two cards per enemy. Villain Defense cards can be scanned during the Pause menu in Single Player mode.

For the Villain Defense cards to be effective, wait until the villain gets close to Ben, then pause the game and scan the defense card.

Villain Defense cards are used to deplete the following attributes.

1. Attack Strength
2. Attack Speed
3. Enemy Health
4. Special Abilities

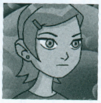
Ultimate Character Cards

Ultimate Character Cards have different color schemes and are more powerful versions of the regular character cards.

Grandpa Max Card

You can scan the Grandpa Max card in Single Player mode in the Pause menu and receive advice from Grandpa Max at strategic points within the levels.

Gwen Card



You can scan the Gwen card in Single Player mode in the Pause menu and receive sarcastic but often-helpful advice at strategic points within the levels.

NOTE: Grandpa Max and Gwen may not appear immediately after scanning their cards, but they will show up at an appropriate time during the level to provide important information. Scan the Grandpa Max card at the beginning of each level for additional helpful information.

Main Menu

At the start of the game, you will be presented with a Main Menu screen displaying various options.

Using the joystick, scroll up or down the list of options then press the START or GREEN buttons to activate your selection.

- Episode Mode – Selecting the Episode Mode takes you to the main Level Selection screen where episodes can be played in Single Player mode. At the Level Selection screen, each level displayed is a place on a map of the USA. Initially, you can only select Level One, but you can unlock levels as they are released through your gameplay achievements.

  To navigate the unlocked levels push the joystick right to move clockwise and left to move counter-clockwise.

- Continue Episode – Selecting Continue Episode will allow you to load a previously saved game using the Ben Tennyson card.

- Card Status – If you select Card Status you will be taken to a Status screen where you can scan any card. Once a card has been scanned the status/content of that card will be displayed on screen.

- **Two Player Mode** – By selecting Two Player mode you can choose from four possible two-player levels and compete head-to-head with individual heroes, displayed on a split-screen. Match your skills against competitors in a race. The first player to finish the course, solve puzzles and overcome obstacles is the victor.
- **Controls** – If you select the Controls mode you will be taken to a display of the game controller and the various button assignments.

In-Game PAUSE Menu

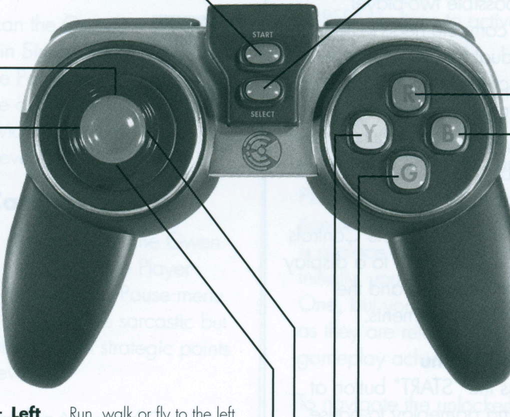
You can press the "START" button at any time during gameplay to pause the game. This feature also displays the following options:

- **Return to Game Play:** Selecting this option returns you to gameplay.
- **Go to Select Mode:** Selecting this option takes you to the Level Selection screen where you can select any unlocked level.
- **Scan Cards:** Choosing this option allows you to scan any of your Hero or Villian MOD cards to activate their abilities. You can also scan your Grandpa Max and Gwen cards for help.

Controller Configuration

Start Activates your choice in a menu. You can also press "START" to pause a level.

Select Functions as a cancel button. Use "SELECT" to exit a menu or mode.



Left Run, walk or fly to the left.

Up Climb up ladders and cliffs. Hold 'up' to fly as Ghostfreak or Stinkfly.

Down Climb down ladders and cliffs. Hold 'down' to descend as Ghostfreak or Stinkfly.

Right Run, walk or fly to the right.

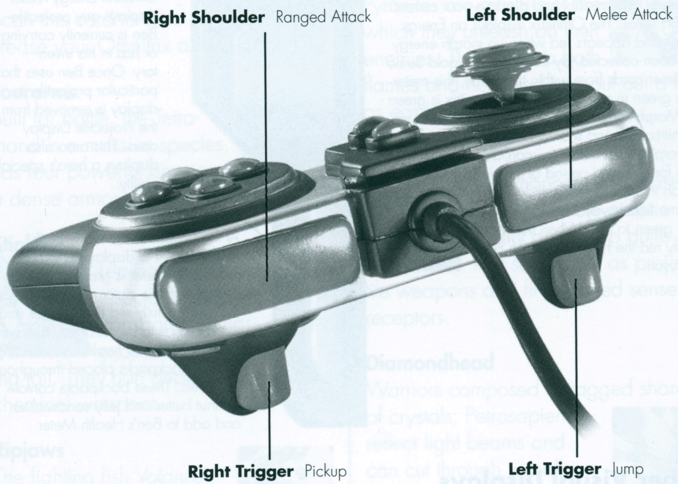
Blue Ranged Attack

Red Jump

Green Pickup

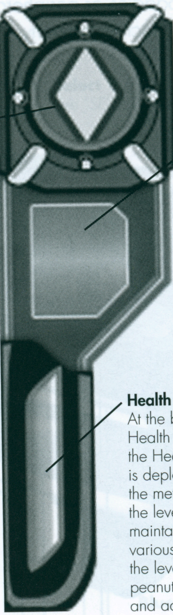
Yellow Melee Attack

IMPORTANT! Only HyperScan™ controllers are supported by this console. The use of other joysticks, paddles or peripherals may cause damage to your system and will cause it to not function properly.


Right Shoulder Ranged Attack
Left Shoulder Melee Attack
Right Trigger Pickup
Left Trigger Jump

Heads Up Display (HUD)

The function of the Heads Up Display (HUD) is to keep you informed of the current status within the game.



Omnitrix Energy Meter
The upper portion of the HUD represents a small image of an Omnitrix and displays your current morph status. The Omnitrix displays an Energy Meter and appears red when no morph energy has been collected. By collecting the gold Sumo Slammer cards from within the game, this meter turns green in color. When the Omnitrix is green the Morph Meter is full and you can look for an Omnitrix pad and scan a Hero Card in order to morph into a hero. You can only remain a hero for a limited period of time. Once you morph into a hero a countdown begins and as time ticks away the Morph Meter ring turns from green to red. When the Morph Meter ring is fully red the hero will morph back into Ben Tennyson.

Projectile Display
The area below the Omnitrix Energy Meter displays any projectile Ben is currently carrying or has in his inventory. Once Ben uses that particular projectile its display is removed from the Projectile Display area. This area also displays a hero's special ability.

Health Meter
At the bottom of the HUD, Ben's Health Meter is displayed. When full, the Health Meter is green. As health is depleted this meter turns red. Once the meter is fully red Ben expires and the level has to be restarted. Ben can maintain or boost health by collecting various backpacks placed throughout the levels. These backpacks contain peanut butter and jelly sandwiches and add to Ben's Health Meter.

Other Visual Displays

(not shown)

Countdown Timer

In the top center of the Level screen is a Countdown Timer. This displays the amount of time allotted to complete a particular area and counts in seconds as the time runs down. When the timer gets below 10 seconds, a warning alarm is sounded to indicate that time is almost up. Once the timer reaches zero Ben slowly loses health and dies and the level is restarted. If the time runs out before the level is completed the level restarts.

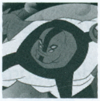
CHARACTERS

Ben Tennyson

Ben, his Grandpa Max and cousin Gwen head off on a summer camping trip to seek adventure — and with his new "watch" Ben is certain to find it.

Scan this card to save games and increase your Omnitrix alien morph time.

Fourarms



Built for battle, the Tetramand is a massive species, has four powerful arms and a dense armor-plated skin.

Stinkfly

Lepidopterrans are an insectoid race with transparent wings, sturdy exoskeletons and a stinging tail. They can deploy a variety of chemical weapons.

Ripjaws

The fighting fish Volanns' jaw can grip with the strength of an industrial vise using rows of razor-sharp teeth that can chomp through almost anything.

XLR8

Kinecelerans reach speeds of more than 500 MPH by manipulating friction, enabling them to defy gravity and run across sheer surfaces.

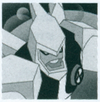
Heatblast

Pyronites are masters of fire, which they unleash on their enemies. They absorb both flames and heat and can put out a fire as easily as starting one.

Wildmutt

Vulpimancers are beasts with incredible athletic ability and sharp quills that serve both as projectile weapons and finely tuned sense receptors.

Diamondhead



Warriors composed of jagged shards of crystals; Petrosapiens reflect light beams and can cut through virtually anything.

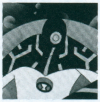
Ghostfreak

Living phantoms, Ectonurites can phase through solid objects, make themselves invisible, and often possess the bodies of others for limited amounts of time.

Greymatter

Galvans are five-inches-tall, with soft and flexible bones that allow them to squeeze into tight spaces or spring quickly from danger.

Upgrade



Biomechanical Mechomorphs are able to merge with any technology and "upgrade" it into an incredible piece of ultra-tech.

Ben 10™ Game Card Color Codes

The Omnitrix™ at the bottom of your game cards is color coded to help you quickly identify the type of card and its function.

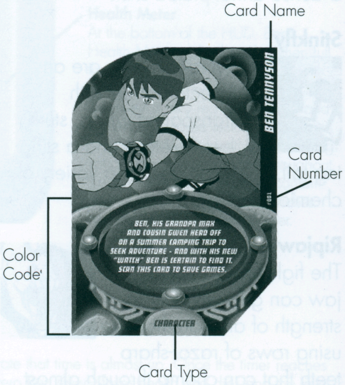
Character Cards – Green

Ultimate Cards – Blue

MOD Cards – Gold

Villain Defense Cards – Red

Help Cards – Purple



BEN, HIS GRANDPA MAX AND COUSIN GWEN HEAD OFF ON A SUMMER CAMPING TRIP TO SEEK ADVENTURE - AND WITH HIS NEW "WATCH" BEN IS CERTAIN TO FIND IT. SCAN THIS CARD TO SAVE GAMES.

Collector's Card List

Ben 10™

Collector Card#	Title	Type
○ 001	Ben Tennyson	Character
○ 002	Fourarms	Character
○ 003	Stinkfly	Character
○ 004	Ripjaws	Character
○ 005	XLR8	Character
○ 006	Heatblast	Character
○ 007	Wildmutt	Character
○ 008	Diamondhead	Character
○ 009	Ghostfreak	Character
○ 010	Greymatter	Character
○ 011	Upgrade	Character
○ 012	Shard Blaster	Projectile MOD
○ 013	Laser Wave	Attack MOD
○ 014	Prism Force	Attack MOD
○ 015	Crystal Shield	Defense MOD
○ 016	Flamethrower	Projectile MOD
○ 017	Thermostat	Speed MOD
○ 018	Blast Furnace	Attack MOD
○ 019	Firewall	Defense MOD
○ 020	Razor Quills	Attack MOD
○ 021	Feral Slashes	Speed MOD
○ 022	Berzerker	Attack MOD
○ 023	Sixth Sense	Defense MOD
○ 024	Soul Sink	Attack MOD
○ 025	Ectoslaught	Speed MOD
○ 026	Spectral Shriek	Attack MOD
○ 027	Fade Out	Defense MOD
○ 028	High Jump	Power MOD
○ 029	Mini Max	Attack MOD
○ 030	Bounceback	Attack Mod
○ 031	Shrink Wrap	Defense MOD
○ 032	Fliptail	Power MOD
○ 033	Dive Bomb	Speed MOD
○ 034	Bite Radius	Attack MOD
○ 035	Scale Armor	Defense MOD
○ 036	Nano Blast	Projectile Mod
○ 037	Overclock	Speed MOD
○ 038	Binary Blaster	Attack MOD
○ 039	Defuse	Defense Mod
○ 040	Big Smack	Power MOD
○ 041	Thunderclap	Speed MOD
○ 042	Juggernaut	Attack MOD
○ 043	Behemoth	Defense MOD
○ 044	Goo Sting	Projectile MOD
○ 045	Hive Mind	Speed MOD
○ 046	Hyper Wing	Attack MOD
○ 047	Stink Swarm	Defense MOD
○ 048	Static Boom	Projectile MOD
○ 049	Turbo Charge	Attack MOD
○ 050	Gear Shift	Attack MOD
○ 051	Spin Out	Defense MOD
○ 052	Rust Belt	Villain Defense
○ 053	Metal Fatigue	Villain Defense
○ 054	Harpoon	Villain Defense
○ 055	Deep Six	Villain Defense
○ 056	All Thumbs	Villain Defense
○ 057	Flame Out	Villain Defense
○ 058	Brain Drain	Villain Defense
○ 059	Bio-Feedback	Villain Defense
○ 060	Hyp-No	Villain Defense
○ 061	Reverse Psychology	Villain Defense
○ 062	Snail Trail	Villain Defense
○ 063	Surface Tension	Villain Defense
○ 064	Hexa-Gone	Villain Defense
○ 065	Smoke and Mirrors	Villain Defense
○ 066	Short Circuit	Villain Defense
○ 067	Ground Swell	Villain Defense
○ 068	Shell Shock	Villain Defense
○ 069	Out Claw	Villain Defense
○ 070	Gravity Pull	Villain Defense
○ 071	Astro-Nought	Villain Defense
○ 072	Grandpa Max	Help
○ 073	Gwen	Help
○ 074	Fourarms	Ultimate
○ 075	Stinkfly	Ultimate
○ 076	Ripjaws	Ultimate
○ 077	XLR8	Ultimate
○ 078	Heatblast	Ultimate
○ 079	Wildmutt	Ultimate
○ 080	Diamondhead	Ultimate

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